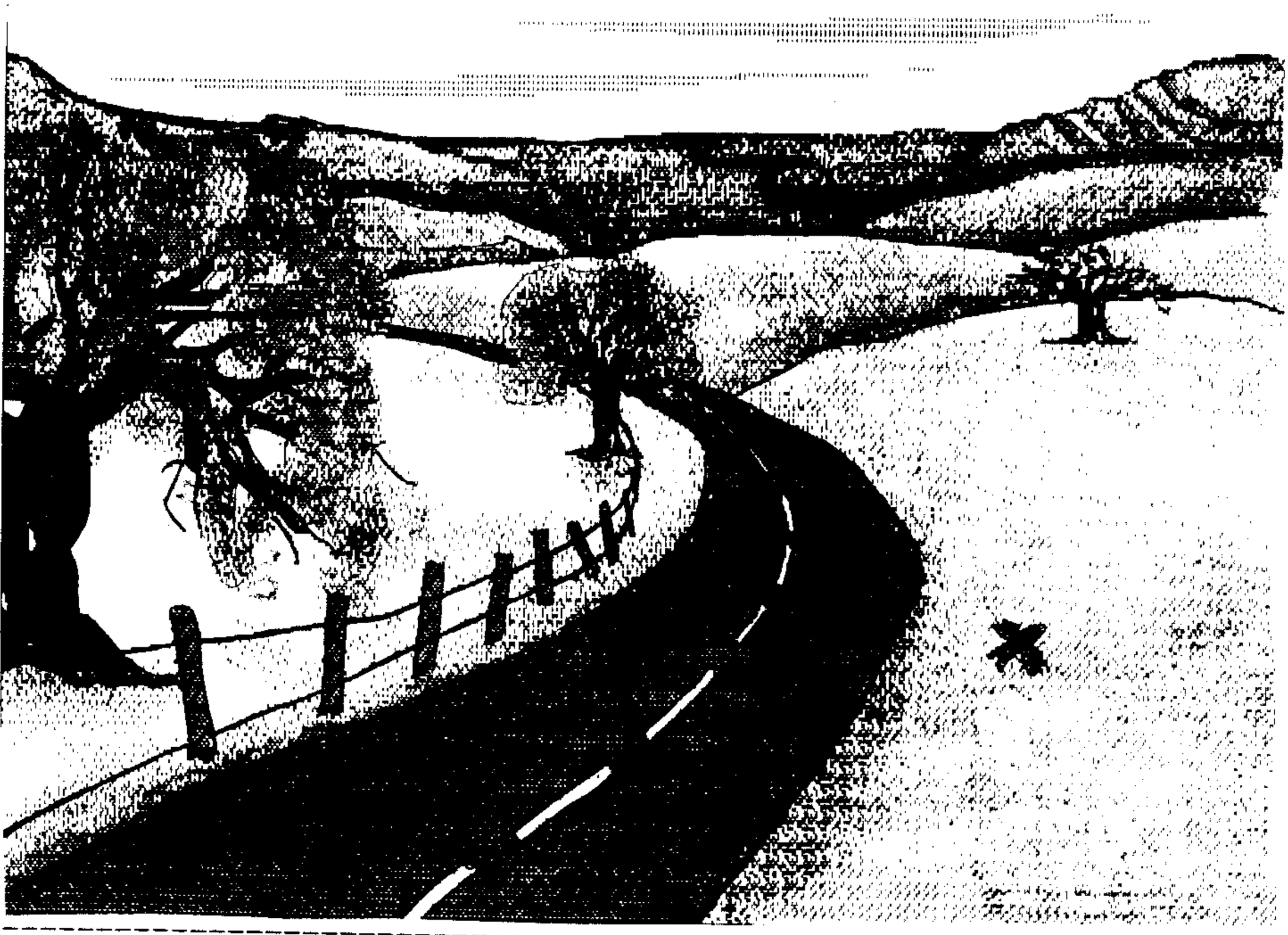
PRESENTS

CHICAGO TIMES

NEWSLETTER OF THE CHICAGO TI-99/4A USERS GROUP

PROGRAMMING CONTEST WINNERS ANNOUNCED

APRIL 30, 1988
EDITOR: Carole Goldstein



THE MAY MEETING. . .

will be held on Saturday MAY 7, 1987 from 1:00pm to 3:00pm in the FIRESIDE LOUNGE at Triton College. Hope to see you all there.

→ALL ROADS LEAD TO THE TI←
→USERS GROUP MEETING←

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(Courier) ABCDEFabcdef012345
ABCDEFabcdef012345

(Sanserif) ABCDEFabcdef012345
ABCDEFabcdef012345

(Orator 1) ABCDEFABCDEF012345
ABCDEFABCDEF012345

(Orator 2) ABCDEFabcdef012345
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Contributing artists: Buzz Krantz, Dan Gronowski, Danny Goldstein and Anne Dhein

Thanks to Dennis Hathaway for his proofreading expertise.

BULLETINS:

NEW UG HOT LINE NUMBER IS (312)755-0051.

MEETING DATES FOR THE COMING YEAR ARE AS FOLLOWS

MAY 7 FIRESIDE LOUNGE JUNE BRICKYARD MALL
(details soon)

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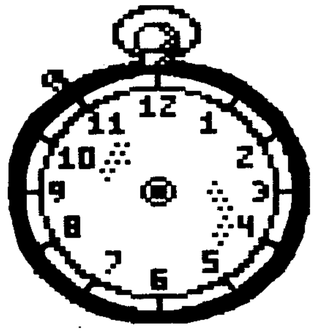


THE DISASSEMBLY

Dave Wakely

Meetings; Moving; Modems; More!

Over the past several years this group has tried all sorts of methods to advertise its activities. Some of these have worked well, and others have not really worked at all. We are now turning to the "attending" members for help with getting out the word on the group. We will have flyers available at the meetings for you to take home and put up at your local supermarket, bank, community center, etc. bulletin board. In part this was prompted by our continuing need to find new members and to expand our base. Several years ago, when we managed to obtain from Texas Instruments the mailing list labels of 99/4A users in the Chicago area, we were astounded when they came in several boxes and totaled 35,000 in all. I believe TI stated that this wasn't even all of them. The addresses on those labels are now several years old and probably badly out of date. But the point is that this group has never reached more than a very small percentage of the TI owners in this area, and I suspect that this is true of TI User Groups in other parts of the world as well. So at the next meeting, grab a few flyers and take the time to tack them up in public places. You will be doing a service for the group, and ultimately for yourself.

WHATEVER HAPPENED TO THE /4A?: Maybe it only seems that we have turned into the Geneve User's Group, but once again at the last meeting we had a demo of 9640 capabilitites. Don Jones showed us some Geneve GIF-format graphics pictures as well as some original My-Art work. The upcoming meeting, however, will return the 99/4A to its place as the focus of the meeting as we will be showing the winners of the group's Annual Programming Contest. The extension which was granted seems to have helped, since we ended up with a total of 10 entries in all. As usual, the judging was difficult and we thank all those who took the risk of having their work judged by others. Perhaps the real point of the problems the contest has experienced in recent years is that it is clear that TI owners do not program as often as they did several years ago. This is probably because so much more is available now. Back in 1983 when the contest started, most software for the 99/4A still came from Texas Instruments. It was only in the next two years that the explosion of 3rd party software took place. One of the purposes of the contest was to increase the size of our group library, which as I recall, back at the beginning of 1983 had all of about seven disks of user-written software. The amount of software for the 99/4A is no longer a problem, and what this means for the possibility of a contest next year will be decided at that time.

CHANGES: After talking about it for many months now, we have finally been forced out of Triton College as our meeting place due to reconstruction of the building we have been using for the past 6 years (has it really been

that long?). Our first meeting at Triton took place on July 3, 1982, shortly after Ken Czerwinski, who works at Triton, joined the group and made arrangements for us to meet there. You should be aware that there is at least a possibility that we will be unable to meet at Triton again. There have apparently been some questions asked about use of their facilities, and a final determination about what will be available may not be known until construction is finished. Some parts of the College Center building will be completed by this fall, but so far we have no further arrangements scheduled there. We have been extremely fortunate to have had a facility like Triton and a coordinator like Ken Czerwinski to work with over the past six years. There is still hope, however, since Triton College is a publicly funded institution, and a fair number of us live in their district.

In the meanwhile we will be going back to the Brickyard Mall for the next few meetings at least. Exactly two years ago, at our May, 1986 meeting, the group was also at the Brickyard for a meeting. While the community room there is smaller than the Fireside Lounge, it should be large enough for the number who usually attend the meetings. What we won't have is access to the Triton audio-visual department. What we need is volunteers to bring television sets to the meetings. For some time now we have been using a broadcast system to get pictures to the monitors in the room. Any TV which can get channel 19 can be used. The ideal size is about 19 inches, but if you have a 15, 13, or even 10 inch TV you can bring in, please do it. Of course, the smaller the size, the smaller the number of people who can see it. And bring an extension cord as well. Also, anyone who has a hand cart should put it in the trunk of his/her car, since some volunteers will need help getting their sets from the parking lot into the community room. Two years ago the meeting worked because enough people volunteered. We need you people again.

WELL CONNECTED: I hear that the group BBS is getting easier to access once again. Sysop Irwin "Butch" Goldstein says that there have been chronic power problems in his area for years, but that Commonwealth "Rate Hike" Edison has promised to rewire the neighborhood if necessary to increase reliability. One problem has been accurately rebooting the board following a power out or brownout when no one is present. New software added to the board reportedly will automatically reload the complete system even after an outage (how'd they do that?).

Another problem has been board access for those who own the DAK "Smart Duck" modem. Latest word has it that by using the "AT" command "S9=1" that the probability of a "CONNECT" will increase. This command apparently shortens the carrier detect response time. I understand it's not perfect, but that some who previously couldn't get on at all now report success on two out of three tries. And speaking of the board, word has it that you DO want to be using the comm. program Telco, but that you DON'T want any version before 1.3. I know this because Hank Ellermann says its true, and he knows whereof he speaks when it comes to bulletin boards.

WHAT AM I BID FOR...: A couple of years ago the group found that a number of people began donating 99/4A items to the group, for whatever purpose we chose. When we had a number of such items the idea was put forward to hold an auction of them, with the proceeds going into our treasury. It further occured to us that with enough items, the auction could be a significant way for members to get items they wanted and for the entire group to profit at the same time. Because we had opened our big mouths

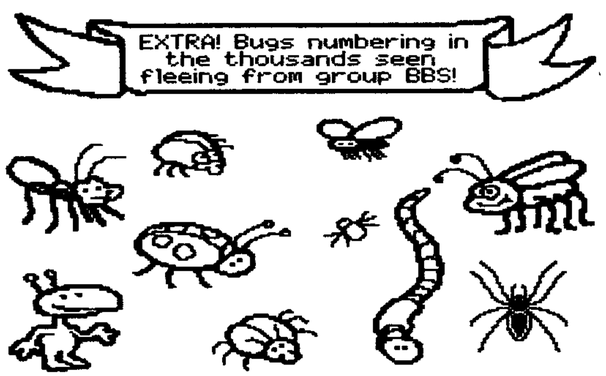
about all this, Sam Pincus and I somehow got put in charge.

When we asked the group for donations to the auction, the response surprised and pleased us. This year, we are asking you once again to donate items you no longer want or need for our 3rd Auction, which will take place at the June meeting. In the past two years members have donated everything from books about programming the 99/4A to P.E. Box cards to 99/4A consoles.

Most of the items donated have been cassette and disk based software. Due to the copywrite laws, we ask that you donate only original items with original packaging and documentation, if possible. In both previous years we received a large amount of educational software. Apparently as the youngsters have gotten older and moved on to more advanced material, people have realized that others with younger children could benefit from the unused items. If you have such items, we would appreciate your donation, and if you would like such items, be sure to attend the Auction in June.

To donate items, please bring it (them) with you to the May meeting. There will be an "Auction registration" sheet to sign (this is optional) and the names of the donors will appear in the June issue of the ChiTImes. If you can't make it to the May meeting, donations will be accepted before the start of the June meeting, but now is the time to start seeing what's in the back of the closet.

SubrouTInes: Absolutely no one has asked me what happened to the newsletter trivia quiz from two issues back. I promised answers the following month and then didn't provide them. Here they are: 1) 3. 2) D. Wakely, B. Barnes, C. Goldstein. 3) May, 1984. (9 lines). 4) January, 1984 (Vol. 3, No. 1), but give yourself extra credit if you said Vol. 2, No 6, which was also the first Super Summer Issue. 5) 8.5" X 11". 6) Rich Klein. You may be happy to hear that this will be the last newsletter trivia quiz...



From The Welcome Matt: Matt Mullen

Not much to say this month except...

I still get letters, phone calls and hand-written notes from various people telling me that they (or someone they heard from) should be paid through 1988. Being new to the job, and not knowing exactly what transpired before, I sit here with my finger... (well you know the rest of the story).

We have talked about switching from FUTURA MAILING ... to PRBASE. It isn't going to be done until the un-paid members are taken out of the original files. It doesn't make much sense to tranfer 790 files and then delete the people that are not a member any more. Starting this week, I am removing files that say 1987. I am sure I will get many, many letters, calls, etc. as soon as this is done from irate people. Please bear in mind, we have been up-dating people since November and if you haven't been set right in the files, you might not have renewed the right way or forgot to renew. I will try not to use the removed numbers for a few months in case I have to re-enter a members' info because of an error. (Sure don't quite understand why everyone and his Uncle gets renewals, instead of the person in charge of the darn thing. Someone want a thankless job?)

96 members and 3 guests signed in at the last meeting (and one of the guests joined our group... welcome Sargon!). It was interesting to see people come up and say, "Gee, I almost forgot to sign in...". I hope to see you all next month (and in a good mood, not after my throat

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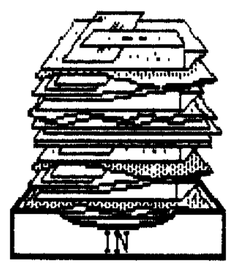


library shelf

— Bob DeMeter —

Hey hey, how we doing this month? Spring has sprung but it looks like fall has fell already too. Will it ever get nice and stay that way? Here's another question for you foreseers. April 15th is fast approaching. I have 2 articles and my taxes to get done by that date. Which do you think will be done first? Speaking of which, if you're reading this and your taxes aren't done. You're late!!!!

Ah, but not as late as I am with this next review. I had the disk for a while before I got around to putting it in the library. Now it's been in there for a couple of months and I keep promising a review. I'm speaking of disks 104 and 105. Both of these disks were sent on a flippy. The programs on them were written or modified by a fantastic programmer from the west coast. This programmer's name is Ray Kazmer. Ray has given the TI community many beautiful programs. These are just a few samples of what this man has given us. Many of you may remember the beautiful program I reviewed and demoed at Christmas time. It was called WOODSTOCK. Do you remember the beautiful animation of woodstock flying and falling while trying to retrieve snoppy's gift to him? This fantastic work of art was a sample of what this talented author can do. Watching what this man can produce from his TI keyboard is a real inspiration. Check out his programs. Ray hides nothing. I would suggest listing his programs. It'll be a real learning experience. Along with the flippy I received from Ray, was an article he wrote. It was called the 98 cent Digitizer. I will re-type this and publish it in another issue. For right now, here is the review on disks 104 and 105.

Disk 104 contains 13 files. They are: 2-FONTS, BALLOONS, DSKCAT, LOAD, LOST/RUIN, MENU, MINITURE_F, OVERLAP_F, RISINGSUN2, SHOOSH, TACO-MAN_, TINY-TIPS#1 and WARGAME/FW. Let's go down the list and I'll explain a little about each file. 2-FONTS is a note to inform you about MINITURE_F and OVERLAP_F being on the disk. BALLOONS is really a nice game. It can become addicting. Try to fly your balloon from one red pad to another. Sounds easy. Not when you have to avoid tall buildings, noonoogie birds, flag poles and other things it isn't. I'm not a gamer but I really enjoyed this one. DSKCAT will catalog a disk to printer and or screen. Load of course is the XB loader which loads MENU. I would like to thank Ray for the very nice surprise you get when LOAD runs. That was very nice of you. Thanks, Ray___ LOST/RUINS is sort of like a game called GOLDMINE. You are living in the year 9999. You send your robots back to earth to gather artifacts. We need these so we can learn more about our past. The robots dig and blast their way into the ground to find skeletons, old cars and garbage. By 9999 I'm sure they'll have no problem finding our garbage, Ray. Ah but let's not get into that subject. Nuclear waste anyone? OK, where was I? Ahhh, MINITURE_F and OVERLAP_F are fonts you can use with TI Artist. These are very very nice to use with Artist. RISINGSUN2 is an enhanced, debugged, rebuilt and repaired version of House of the Rising

Sun by Don Gilchrist. Very nicely done. Although, the words have been changed. Check it out. I think you'll enjoy it. SHOOSH is about a down hill skier. He's a Shoosh Boomer. Cause, that's what he does. Shoosh. Boom. Down he falls. Try to get your skier down the slope without falling. Slopes change for each skier. Avoid the bear, deer trees and boulders. This game is really nice and has good graphics. TACO-MAN_ is a game something like munchman. Guide your taco around gathering lettuce, tomatoe, etc without being eaten. This game is a lot of fun. It's worth getting just to list it out. TINYTIPS#1 is simply F A N T A S T I C ___ This alone is worth the price of the disk. Ray gives us some very very good programming tips here. See how to use DISPLAY AT commands. Also learn to use sound in your programs. Ray even shows us how to underline and use quotes on screen. If that's not enough, he then displays a message written backwards (right to left). He ends up the program by showing how to flash an entire screen of text at one time. You really got to have this one. The last file on the disk is WARGAME/FW. This is a tank against tank game. And for that we can be tankful. (Raise the eye brows and flick the cigar) Try to blow up your opponents entire munitions depot. Very colorful. Nice graphics and entertaining. The entire disk is a real winner. I would strongly urge everyone to buy this disk. All files on the disk come with documentation too. $4.00

Now, let's move on to disk 105. Ray Kazmer is the author of this one too. You will soon see that we have 2 great disks here. If you like what you heard about 104, you must get 105 too. They're like a matched set. Do you like to play BACK GAMMON? Well, you don't have to dig through the closet looking for the board game anymore. Just turn on your TI and get disk 105. The game looks and plays just like the real thing. Roll your dice and make your moves. Everything on the screen looks as though you had the real pieces there. How would you like to decode every XB character coded on the 4A? Ray's CHARPAT merged into an XB program will do just that. It will define all 14 character sets. Check it out. Anybody remember Ray's Cannonball Chess? You should. It's in the library. But, if you buy disk 105, you get the new improved version. Ray has cleaned it up. It really looks good. Even running the docs is a thrill. Ray is proving that he is one of the best when it comes to use of sprites, colors and graphics while writting a program. Cannonball Chess teams to kingdoms against each other. They are fighting over the water rights to a small river. Blast your way across the river and capture your opponents fortress. This could get to be a gruesome game with 2 people that know what they're doing. Here's another fairware program from Ray. It's called DUNGEONS. Your job as a magician or warrior is to find the hidden scepter. You have 12 rooms to search through. Watch out for monsters etc. Gather up lanterns and fighting equiptment as you travel. Be on your guard for anything. Remember, it's all up to you to find the scepter and save the kingdom. Are you tired of wasting paper while printing out disk catalogs? Try DUO/CAT. This program will let you catalog your disks and flippies and print out side by side file listings. Rememer John Behnke's FOREST FIRE program? Well, Ray has cleaned up a few things and put it on disk 105. You must stop the forest fire before it spreads. You have 2 options. Drop chemicals (there goes the neighborhood) to extinguish the fire. Or, start back fires to reduce the spread of the bigger fire. This ones a real challenge. Remember the 98 cent digitizer I spoke about? Well, Ray has sent us his digitized picture of Garfield. Disk 105 also contains a file called KEY-CODES. This program will show you the ASCII and

decimal codes for any key press you make. Even multi-key presses like Function 4 or Control H. The last fairware file on disk 105 is called TEX-RANGER. It's your job to save the schoolmarms that have been kidnapped by Black Bart. They're stuck in the desert and only you can save them. All kinds of treats await you in the desert. Mirages, poison water holes, electric cacTI, twisters, killer tumble weeds, rattle snakes and Black Barts men. Sounds pretty dangerous doesn't it? How'bout we just go fishin' instead? No, you can't do that. You're the hero. You might not be too smart taking on all those odds but you're a hero. Try this game out. And by gosh, if you don't get at least 1 kiss, I'd shoot her myself. Disk 105.... $4.00

Boy those are 2 of the nicest disks I've seen. Here's another nice one. It's called AUSSIE/PAK. This one too is loaded with some real nice programs. These are all sample programs from the Hunter 99'ers user group. Remember these people? They brought us Funlweb. I guess this is just a sample of what their group has to offer. One of the nicest things about this disk is the educational software it offers. That is one of the main things the TI lacks in. It is really nice to see something come out that will help the children learn. PLANETARY COMPARISON and MATHTALK are 2 such programs. There is a third program called AUSSIGUESS, but it's not complete. This one draws a map of Australia. I think it's supposed to ask questions about the country and you use the joystick to move a pointer. The program section is there to ask question but there aren't any written into the program. Anyway, it's a nice piece of work. Math talk lets you practice with addition and subtraction. You are given 2 number to add. You must tell the computer the number that goes into the 1's column. The tell it how many carry over to the 10's column. Finally add up the 10's column. You are given a chance to change you answer before entering the sum. Very nice for the younger crowd. Planetary Comparison shows you the planets. It tells where they are in relation to the sun. It then proceeds to list the number of moons it has, revolution time around the sun, orbital and escape velocity, average temp., density etc. In all it displays 15 different pieces of info about each planet. Many item are compared to the earth. After you've studied the planets, you may take an optional test. It's a very good way to see if you can recall what you've learned. Math talk is by Brian Rutherford and Planetary Comparison is by Gary Jones. Craig McClure has a program on the disk called SHARPSHOT2. You're and ace. And, we all know what an ace does best. Your job is to defend the home land. You must maneuver your plane down the crowded run way to take off. Once in the air, it's dog fight time. Kill as many of those bloody bums as possible. But, better watch your fuel. If your fuel starts getting low, it's time to strut your stuff and land on a busy landing strip without hurting anyone. You can do it ace___ I think you'll enjoy this one. John Smart has a program named GRAND-PRIX. I bet you'll never guess what this one's about. Who said their boss? No no no. X has a long e sound. Not an ick. This one is about auto racing. You are in position 30 out of 60 racers. Using your enter key to accelerate and space bar to stop, try to out maneuver all the other drivers and win. The S and D keys move you left and right. Watch out for crashes and ambulances. I did quite well. I started out in 30th position and ended up in 89th. Of course I was playing by polish rules. Right, Tony??? Gary Jones has another program here. It's called AUSTRALANA. It plays 2 tunes. 1 I think is the Australian National Anthem (pardon my ignorance). The song is called Advance Australia Fair. The other song is Waltzing Matilda. Both songs include the words. Then both

sound rather nice. A speech synthesizer is required for NUMSPEAK. Enter any number and the TI will say it. It's neat. Wooops_ I missed an education file. I knew there were more. TIMESBOMB is really neat. This one helps you learn your times tables. Pick a table from 1 to 12. Then choose a speed level. You then have to give the answers to 9 or 10 mutiplication problems before the bomb goes off. Boy, ya gotta be quick too. A great learning aid. This last program was the last of about 35 programs I tried. Either I'm stupid or tired. But, I couldn't figure out what to do with it. It's called TEX-BOUNCE and it's from the McGovern's. Of course the tv I used to check this one out on wasn't the greatest. It looks likes it's some sort of pin ball game with letters. I know it kept asking if I wanted upper or lower case. I apology for such a shabby review. Let me play with this after this article is done and my taxes are sent in. I'll check it out and tell you all about it next month.
Anyway, there about 10 great programs on this disk. AUSSIE/PAK looks to be all public domain stuff so we'll stick it in the library as disk # 106. $4.00

News flash___ My other article about sector editors is done. It has been uploaded. How many of you foreseers guessed correctly?

Here's another review I'm gonna owe you. I tried to review GERMAN2. It is a group of about 8 German and Dutch programs. One problem, I don't speak German or Dutch. All I know is J for jes and N for no. One of them was a real nice chuts and ladders game where you picked apples without getting caught. Another had a cannon that shot down passing planes. Of course the planes were shooting missles. I'll put GREMAN/PAK in the library as disk 107. It'll cost $4.00 I'll study the language real hard and give a review next time. SORRY___

Two more disks to do and we're all done. First a reminder. Any and A L L library material should go to BOB DEMETER P.O.Box 454 Whiting, Ind. 46394.

Please write this down. I think i've put this address in about 4 times now. We are still getting mail at the groups P.O.Box. I even got one at the groups box that said I should publish my address in the newsletter. Good idea. Here it is.

Bob Demeter P.O.Box 454 Whiting, Ind. 46394

All orders for disks, returns, submissions, complaints and questions about library related material should go directly to me. We are doing this to speed things up. I go to my post office once or twice a week. Mail sent to the Chicago takes time to get to me. Someone has to pick it up. Then send it to someone else. That someone sorts it out. Then it gets mailed to me or handed to me at a meeting. Last month someone brought my mail and forgot to give it to me. More delay. Please send your mail directly to me and save Jim and Len and everyone else concerned a lot of time and work. Save yourself some time. Thank you.

Thank you for your responces to my Favorite Program Pak contest. Keep those suggestions coming it. My gosh we even got a letter from Germany. Remember the program pak will be made up of public domain and fairware. Even though it is nice to hear about your favorite copyrighted software. Matter of fact, some of them I never heard of.

You have 1 more month to make your suggestions. Remember, the person closest matching the Favorite Program Pak will receive the Pak or 10 disks of your choice from the library. This will include the new library coming out. And I'm easy. I'll count CFS or Funlweb as 1 disk. I'll let you pick your 10 disks by title not disk count. You could end up with 25 disks.

I have to apologize to the non-attending members. I was unaware that you were promised a free disk of sample programs for renewing. I am in the process of making that disk. You should get yours soon. Please forgive my ignorance. That's what I get for missing 2 board meetings.

Hmmmm, 208 lines. I better review these 2 lasts disk and get outta here. But wait___ Watch for the new library catalog. More details later. We have some nice things coming.

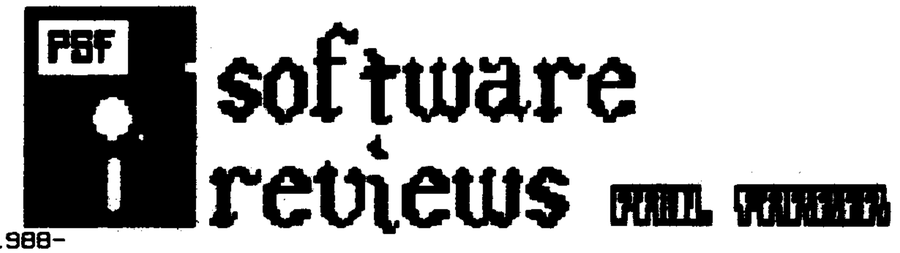
I'm gonna call this next one disk 108. Bob says he doesn't want any money for it. It's on the boards as UTIL/PAK. Bob Wright wrote these 2 programs in assembly language. Then he gave us 2 different ways to use them. The disk contains 128 TO 80, 80 TO 128, SC_CONVERT and SC_CONVERU. The name kind of tells you what it does. 128 TO 80 converts D/F 128 files to D/V 80 files. 80 TO 128 does just the opposite. Both run from E/A option 5. They're quite fast. SC_CONVERT and SC_CONVERU are supercart versions of the above programs. Load SC_CONVERT into your supercart. Exit the program. Bring up the menu. You now have the conversion programs as items 3 and 4. These programs were very nicely done. And very simple to use. And, as stated, they work quite fast. Check it out. New disk 108 - $4.00

OK, it's time for the 16 year olds to show us up again. I'm talking about an extremely talented young author named Mike Dodd. This young man has taken the TI world by storm. Kind of reminds me of Peter Hoddie. These 2 gentlemen have given the TI world soooo much. The talent they demonstrate is unreal. Ok, can I have my quarter now guys? Just joking. Really, Mike and Pete are a total asset to us. Mike is about 16 by now. He's a home schooler and a very very talented individual. His latest release is called M-COPY. This program will copy files from 1 disk to another formatted disk. The thing it really does is put ALL the file descripter records at the start of the disk. This way loading and cataloging is much much faster. NOW, heres an amazing thing about this program. Here's a list of what it is compatible with and how it loads. It will load from XB, E/A, TIW, Gram Kracker, Gram Packer, TI/GK from Mechatronics, Myarc XBII, M-DOS, 4A DOS and My Word. It is compatible with all 3 control cards. Although it won't work with Myarc's Hard/Floppy controller. It should work with every RAM disk on the market except the Foundation. Man, this program is a hungry man's dream. Get this program. Copy all your disks with it and start enjoying execution as it was meant to be. Don't forget to send Mike and ALL the other fairware authors their dues. Thanks, Mike.

Please one favor before I go. Sit back for a minute and think about all the great programs we have for our machines. The 9640 as well as the 4A. Think about all the time and effort that went into programming and debugging these files. Have you paid your fairware author yet? (I wanna be an evangelist) Don't you think it's time to sit down and show them your appreciation? You don't have to pay everyone at once. Send someone 5 or 10 dollars each week or month or pay. They've opened up and shared with us. Now it's our turn. Look what happened to Paul

Charlton. This man gave the 9640 GIF. Man there are so many GIF pictures popping up you can't keep up with them. People are talking about GIF like it was the greatest thing since peanut butter. What did Paul get? He hasn't written anything since, cause he's upset. And I don't blame him. People only take so much. Let's start remembering where our programs came from. $10.00 isn't much. Try to buy an IBM program for that. That's the tax. Even their shareware starts off at $30.00 Let's keep our fairware and public domain authors happy so we'll be able to continue to enjoy our machines. Off my box.

You all take it easy now. I got to go do my taxes. Yeah, they came in last. I'll be back next month with more news and reviews. See you then. If you need me I'll be at the Red Spread Inn with Fawn. Byyyyeeee.



April 1988-
Sorry to have missed you all last month but I just started a new job and the settling in phenomena caused me to miss the deadline for last months issue. Come to think of it I never received last months issue either, so maybe there is a correlation here somewhere. But now I'm back, and so is someone else, Barry Traver! Remember several months ago I told you to have patience because Barry was recovering from eye surgery and had to stay away from watching terminals for awhile. Well, just like "Poltergeist II," he's back with the mailing of Volume 2 Number 1 of GENIAL TRAVelER. This double sided flippy has 873 sectors of programs and documentation for you to enjoy. No, I haven't started to calculate disk storage in Base 8 (Octal) but rather that side two of the flippy has many of the files both squeezed and Archived. But hold on Paul, you say, I don't have a program that will unsqueeze and un-Archive. You will if you have GENIAL TRAVelER cause Barry Boone's ARCHIVER II, Version 2.4 (a Fairware program) is on side 2 with the Docs on side 1. Using the ARC program you can then unpack the rest of the disk and enjoy it to your hearts content. Let me tell you some of whats' on this issue of Barry's Diskazine (Yes, a magazine on a disk, articles as well as programs).

1.ALLISTUTIL-Notes a debugging aids for assembly programmers that will help find the location of all of those pesky errors the assembler keeps finding. The actual program that does the job (ALSRCLIST), written by Michael Donovan, is on side 2.
2.FAST-TERM Version 1.16/2-This modification of Fast-Term is by J. Peter Hoddie, famous TI Programmer and Barry Travers partner in GENIAL COMPUTERWARE, and includes the documentation. The modified version of Fast-Term includes a file overwrite protection, and a modified routine for XMODEM transfers that won't get you disconnected from PC Pursuit.
3.INFOCOM and INFOLISTER-INFOCOM is a nice little article with some hints as to the best way to play INFOCOM games. INFOLISTER by Barry

Boone is a really neat program that will list out all of the Vocabulary Words in an INFOCOM game. Now you can at least know all of the legal words and phrases available to you. Run this program and no longer will you have th response, "Sorry, I don't understand that sentence." Oh yes, before I forget, there is also the source code for that program on the disk as well.

4.NEATLIST- Danny Michael's NEATLIST program has long been a favorite of Extended BASIC programmers for the purpose of printing out a "neat" LISTing of a program, so the logic of a program is easier to follow. One weakness of NEATLIST, however, was that if you sent the output to disk rather than to printer, the result was a DIS/VAR 254 file that was unable to be loaded into the TI-Writer editor. This modification of the program by J. Peter Hoddie now will print out to disk in DV80 format, and to PIO or RS232 in DV254 format making it much more versatile.

5.UNBASHER-A new version of the program that allows you to unBash or unSmash a program when you need to edit, or modify it. Pretty handy since I've found (as I'm sure many of you have) that software seems to be a living thing, forever growing and changing.

6.TIARTISIXB- Now you can put TI-Artist pictures on the screen from within TI Extended BASIC programs, thanks to an assembly language subroutine written by J. Peter Hoddie. The key program is one called BITBAT and is a new file for the XB assembly language library you could have been building up had you subscribed to GT from its first issue. If you get the urge, by the way, Barry will send you all of the back issues from Volume 1 for $36. If you don't want them then you can still use the BITBAT routine to load and display a neat slideshow, or construct an educational program, or just place some RLE program that you have saved off as a TI Artist program, as the title screen for that neat program you just finished writing.

If I've gotten your enthusiasm up then please contact Barry Traver, editor, GENIAL TRAVelER, 835 Green Valley Drive, Philadelphia, PA 19128 for more information and subscription information. As for me, I'm going to unpack some more of these programs until next month.

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THE NEW LEGENDS A REVIEW FOR YOU!

Matt Mullen

Okay, you read my review of LEGENDS but hold on to your hats... LEGENDS Version 1.1 is now ready for you. Send in your original disks and you can get the new version for $5.00.

When you get it Watch Out!! It has really changed. One "bad" point I must mention... If you have built your players up in Hit Points and Weapons in the first version, you can NOT load them into the new program. (They are working on a way to do that but right now you have to start over.)

When you get started you will notice some radical changes: first, you get 2 attacks per man at the monsters (of course, so do the monsters). Second, you will find that the monsters can put a spell on you that will only let you take one swing per man. (You will get that spell after you are a little stronger.)

In the original adventure I put in over 100 hours and got my men to their highest level and as much as 169 Hit Points. I've played about

20 hours now and only have them up to Level 2 and my Fighter only has 35 hit points.

There is a real good feature added to this new adventure... you can now save the game from anywhere on the Island. You can not save the game when you are in the Dungeons, however. This is a good change, though. If you remember my last review, I had to go somewhere and it took me 1/2 an hour to get back to Wizard's Rock to save my game. Now I can Press "Q" (when I'm not fighting) and select to save the game. You will find, however, that you don't dare get to far from Wizard's Rock at first. Until you get some experience under your belt and advance a little you will get "killed off" quickly. You had better have plenty of healing potions before you go into the first Dungeon to the west or else the traps (and there are many) will knock your men out of the Quest before you know it. Rocks fall on everybody, or spikes come up from the floor or an arrow will "get you".

Oh yes, there is a new potion you will like. Stealth is one of the potions you can buy and it allows you to become invisible for a bit and you can slip by the monsters for a few travelling turns.

The Terrain has also been altered. The Grasslands are the safest areas to move in. Forests are potentially dangerous, Swamps are nasty, and Dark Swamps can be extremely dangerous (according to the creator). The dark swamps should be avoided whenever possible (note Dark Swamps look like regular swamps). The Author warns that you should pay close attention.

I also discovered that you can get in a fight with certain monsters and get your levels taken away. I was in one Dungeon and my men went from 15th Level clear back to the 7th. Wow, do these guys play rough!!

TI-FAIRE/CONVENTION

NOVEMBER 12, 1988

HELD AT: Holiday Inn
3505 Algonquin Rd.
Rolling Meadows, Il
(312-259-5000)

PRODUCED BY: Chicago Area TI-99/4a Users' Group
P. O. Box 578341
Chicago, Il. 60657
Marcy Brun, Faire Manager

SOCIAL MIXER: Friday, November 11, 1988
8:00pm - 12:00pm
admission - $4.00

FAIRE MOVE-IN: Saturday, November 12, 1988
6:30am - 8:30am

FAIRE HOURS: Saturday, November 12, 1988
9:00am - 6:00pm

admission - $4.00

FAIRE MOVE-OUT: Saturday, November 12, 1988
6:00pm - 7:00pm

DINNER: Saturday, November 12, 1988
7:00pm - 9:30pm
admission - $10.00

EXHIBIT SPACE: $75.00 per 8 foot table

HOTEL ROOM RATE: $55.00 - single
$55.00 - double
$65.00 - tower

LIMOUSINE SERVICE: free to and from O'hare Airport and hotel

HELD IN CONJUNCTION WITH: The Milwaukee TI-Faire
November 13, 1988 / 9:00am - 5:00pm
Quality Inn
5311 S. Howell Ave.
Milwaukee, Wisc.
(across from Mitchell Field Airport)

PRODUCED BY: The Milwaukee Area 99/4a Users' Group
Mr. Gene Hitz
4122 N. Glenway
Wauwatosa, Wisc. 53222
-also-
The Wisconsin 99er Computer Council
P. O. Box 2723
Appleton, Wisc. 54911

How is everyone this month? I hope the nice weather is not interferring with your time at the computer. So far my time management plan has been working. As soon as I throw my little one in bed, IT'S COMPUTER TIME! Heaven help me when it really warms up outside and I want to spend the late evenings sitting on the portch or deck (if I ever get it built).

Well, onto the Faire! I hope no one noticed that last month I forgot to insert how much it will cost to get into the faire. As you can see, it's in the factsheet this time. Yes, the price of admission did go up a little. The reason for this is because this event is costing us a bit more because we had to move it to another facility. However, I believe this change is for the better. We are able to offer you more with less inconveniences.

By having the Social Mixer, the Faire, the Seminars, the Dinner, the Exhibitors and the Attendees all in the same facility, we can all get to be a closer related group. We can share our experiences with each other. We can help one another with any problems we may have. We will be able to relate to one another as a close friend with a face not just a computer hacker over the wire or the guy that has something we want to buy. Yes, vendors are our TI family, too. They sell TI because they believe in TI and use TI. If your having a problem with any hardware or software, the place to be is at the T.I. Faire/Convention.

If you have any new ideas about a program, the place to be is at the T.I. Faire/Convention. Here is where you will have a chance to sit down with the right person to learn how to solve your problem the right way and the fastest way. Here is where you can sit down with the right person to chat about how to make a program work better for the way you want to use it. The T. I. Faire/Convention is where it's happening.

As I told you last month, the first mailing for exhibit space was just going out. It only went to the 1987 exhibitors. As of April 11th the following companies have signed up to exhibit at the T.I. Faire/Convention:

Genie.....telecommunications service
Hunter Electronics.....hardware and software
C & G Drives.....disk drives, power supplies
B & D Computer Supplies.....computer supplies
Data Systems.....TI software
Great Lakes Software.....Joy Paint '99, Joy Point's Pal Certificate '99, Companion, at least one new release
L. L. Conner Enterprise.....hardware, software, cables, chips, grom, ram
Rave 99 Co.....keyboard, speech adapter cards, memory expansion cards
T.I. User Group of Will County....membership information

The second mailing to vendors will be going out the week of April 18th. This mailing will be going to a list of about 350 businesses that sell TI products. So by next months newsletter, I'm sure this list of exhibitors will have grown tremendously.

As you know, the T.I. Faire/Convention can not be produced by one person alone to be successful. So far the following members have volunteered to work on the following projects:

Irv Levinson.....membership table at the faire
Ken Knapp.....membership table at the faire
Paul Farber.....exhibitors representative
Bob Demeter.....bulletin board promotion
Sandy Bartels.....social mixer
Mike Chappell.....advertising promotion
Roger Helm.....printing

I'm asking you, as fellow members of the Chicago Area T.I. Users' Group, if you would like to help make the 1988 T.I. Faire/Convention a success, please let me know through the P.O. Box which of the following areas you could volunteer your services:

Attendee Promotion Equipment
Social Mixer Tickets & Reception Dinner Tickets & Reception
Hospitality Room Seminar Speakers
Seminar Coordinator Set-Up and Tear-Down
Announcements Group Sales
Membership Table Faire Door Coordinator
Out-Of-Town Travelers Information Audio/Visual Set-Up
Exhibitors Representative Bulletin Board Information
Attendee Information

I'm sure that there are a lot of you that would like to be proud to say that you helped to produce the BEST T.I Faire/Convention. Well, don't just wait around. Throw your hat into the crowd. Because this will be the BEST! And I'm sure you would want to be part of it.

Marcy Brun, Faire Manager

GENEVE SUPPORT ARTICLE

Howdy Doody there, sports fans!

Well, here I am again, with some more stuff about Geneve. This month, I will attempt to avoid rambling. Rather, I will try to keep the article short, sweet, simple, and to the point. Alright, who's the clown in the background who said, "FAT CHANCE"? Well, out of generosity, I choose to ignore that last statement.

I must admit that it really is rather difficult for me to get into this month's article. The reason is that I have been spending a great deal of time in a place called Edonland, on the planet of Legends! If you read my last article, you may remember that I made a passing mention of this game. Well, since then, I have gotten very deeply into this game. In fact, to be more accurate, I have become rather addicted to this game. As a result of my addiction, I have been playing Legends instead of working on my article. As I mentioned, last month, I do not intend to do a review of this fine piece of software; I will leave that to our official software reviewer, Mr. Paul Farber. Still, I will say, it is a truly fantastic game. It is the first game, of any sort, that I have really gotten into. For me, other games are very easy to get tired of. I find that with the regular run-of-the-mill, shoot 'em up, zap the aliens and save the universe type games are fun for me to play the first few times. Later, after I realize how mindless, addictive, violent, senseless, and time consuming they are, I then start to wean myself from them. Well, in the case of Legends, I find it extremely difficult to keep myself away from this particular game. In fact, I daily find myself considering new strageties and tactics and constantly anticipating returning home, from work, to continue my play. Then, when I sit down to play, I find that I am totally unable to control the amount of time that I will spend on the computer playing this game. Part of the reason is that I find myself identifying with my party. In fact, I have even named one of the members, of my party, after my son and another I have named after myself. Therefore, we are no longer talking about a stupid video game, with a totally ficticious, unrealistic, imaginary set of protagonists. Rather, we are talking about members of my family. I therefore can't help taking a personal interest in their welfare!!!

Recently, version 1.1, of Legends, was released, and anyone with version 1.0 can send their original program disk, with $3.00, to Asgard, and receive the latest version of this game. (Another great example of software support and dealer integrity.) In this new version, some bugs, which were in the original version, have been removed. Also, the game has been both speeded up and made more challenging. This game is a good example of the kind of software that I would like to see emerging within the TI community, in that it is fully compatible with both the TI-99/4A and the Geneve 9640. To end this discussion, allow me to simply say, if you haven't tried this game out, I highly recommend that you do. Just be careful; it's dangerously addictive, and don't say that I didn't warn you!!!

This month, I want to try to deal with a few more undocumented aspects of MY-Word: To the casual observer, MY-Word would appear to be a mere clone of TI Writer; this just isn't the case. The similarities are of a highly superficial nature. With MY-Word, we are not dealing with the same old assembly code; rather, MY-Word contains almost

entirely new code. It was designed to use most of the same commands as TI Writer does. The reason for this is to speed up the learning process, relative to the use of this software. Even though the commands are generally the same, there are also some new ones, and many of the old ones have an enhanced aspect relative to their functioning. Last month, I showed how the Find String and Replace String commands have an enhanced functionality which is related to the usage of the Wild Card option. I also showed how the direction of a SearcH (Find String or Replace String) function can be controlled, how the case of the letters of a string being sought is now ignored, and how one can print a document to the screen. Well, sports fans, there's more. Let us start by talking about the View File option:

In order to use the View File option, go into the command mode. Here, type in the command VF. When asked for the file name, enter both the designation and the name of the program which you wish to view. Geneve will then print, to the screen, an entire text file. You may pause it, at any point, by pressing the space bar. Hitting any key will cause the scrolling of the document to continue. You can abort the command, at any time, by pressing FCTN 9 and then enter. This will immediately return you to the document which you were originally working on and is still resident within the text buffer.

Another feature of MY-Word, which did not exist in TI Writer is the Help function. The Help option is a set of four different screens with information and commands related to: a.) Control U *characters*, b.) Edit Commands, c.) Edit Keys, and d.) Formatter Commands. The use of these screens obviates the need for a great deal more documentation, though, I feel that a small manual, dealing only with those functions which are entirely new, as they do not exist within TI Writer and those functions which exist within TI Writer but are enhanced within the MY-Word program environment. I might also mention that the "Help" files are D/V 80 text files, which can be printed out, for easy study and reference.

Another nice enhancement, of MY-Word is the Edit Tabs function. Here, I should mention that, unlike TI Writer, MY-Word has a tabs line, which can be made visible, or invisible, in the edit mode. It can be toggled, in the edit mode with CTRL S. In the command mode, you can press T for Tabs. This will give you a choice of three commands: a.) Edit Tabs, b.) Show Tabs, or c.) Tabs Off. When you edit your tabs line, you can place the following characters on it: T)abs, B)ell, I)ndent, L)eft, R)ight, and C)ase. T)abs, L)eft, R)ight, and I)ndent can all be found explained in the TI Writer manual. The other character commands are entirely new. The B)ell gives you a warning beep whenever the cursor passes that point. The C)ase character command is enabled only in the Program Edit mode. Here, I must mention that with MY-Word, there are two modes. The default mode is the Text Edit mode. This is the mode in which normal, D/V 80 text files are created, the same as in TI Writer. The other mode is the Program Edit mode. This mode is turned on with the PE command in the command mode, or within the Other option. In this mode, no printer control characters are generated, the line-wrap feature is turned off, and the cursor is the hollow one. Though this mode is intended for assembly programmers, it is also the best mode for the writing of AUTOEXEC and BATCH files. It is within this mode that the C)ase character command is enabled in the following way: If you place a C on your T)abs line, everything to the left of it will be in upper case letters, while everything to the right of it can be either upper or lower case letters. This is a significant convenience feature for all assembly programmers. Though the Text Edit mode is the default mode of MY-Word, it can be invoked from the Program Edit option (within the command mode) by entering the command characters TE. None of these features ever existed before for TI Writer.

The last new and significant feature, of MY-Word, which did not exist within TI Writer, that I can presently think of, is the Save Option. By invoking this command, the user can save his/her choice of default screen color, T)abs (including tab stops, left and right margins, I)ndent, B)ell, and C)ase settings), and Wild Card character. After all of the above choices have been made, the Geneve user need only press FCTN 9, to return to

the command mode. There, type in the command Save Options. This command will then save-out your choices to your MY-Word disk, by writing them to the file named CONTROL, all of the above mentioned choices so that they become automatic default settings which come into effect each time that you boot in the MY-Word program. (Just remember that the disk cannot be "write protected," and the file CONTROL cannot be protected.) Now, this is a significant convenience for anyone who uses MY-Word.

In addition to the above mentioned items, there are a few other nice little enhancements that MY-Word has: a.) The Show Directory mode indicates both the dates and the times that each file, which was created with MY-Word, was originally created and updated. b.) The space, at the bottom of the screen indicated the following useful information, in addition to the tab settings: 1.) the designation and name of the file which has been loaded into the text buffer, 2.) the percentage of the memory remaining for text storage *Here, I must submit that the text buffer storage space has been increased both dramatically and significantly. To date, I have yet to receive that most onerous message, "TEXT BUFFER FULL! SAVE OR PURGE"*, 3.) an asterik will be in the far left corner, only if changes exist, within the present document which have not been saved, 4.) an arrow to show the direction of a SearcH (Find String or Replace String), 5.) the current time, and 6.) the current date. All of this is useful information which TI Writer, as good as it was, never contained. Here, let it be made clear, I am not attempting to "put down" TI Writer. TI Writer is an excellent and an extremely useful word processing program. It contains almost everything that anyone requires from a word processor, and most of what it lacks can be gotten around, in one way or another. As a result, there is blessedly little that can't be accomplished with TI Writer. At the same time MY-Word is a significant improvement over TI Writer.

To end my review of the program MY-Word, I might mention the following small but important items: a.) You can load from any device (RAM disk, hard disk drive, or any floppy disk drive) ONLY as long as that device has the volume name MY-Word. b.) If you should find that your "Caps Lock" or "Num Lock" is functioning in a reversed mode, this can be changed by pressing CTRL "Caps Lock" or CTRL "Num Lock." Doing this will straighten things out. c.) You can go directly to the FOrmatter by pressing CTRL or FCTN =. In this way, you can avoid the step of going to the command mode with FCTN 9 or CTRL C. d.) The built in print spooler will return you, from the FOrmatter, to the command mode while it continues to feed printer, via the RS232. (You will notice that the RS232 light is rapidly flashing while the print spooler is being fed. Once it is full, the RS232 light will flash at a much slower speed. But, if the size of the document, in the text buffer, exceeds the capacity of the print spooler, the spooler will dump the text to the printer, as fast as the printer can handle it, and as space is made available, it will then accept more from the input source. Only when the entire document has been received, into the print spooler, will you then be returned to the command mode.) This means that you can have your printer working away, while you simultaneously work on a document in the edit mode. In fact, you can even Quit the MY-Word program, entirely, so long as you: 1.) Don't turn Geneve off, 2.) return to the initial GPL screen, or 3.) return to MDOS, e.) You can use any device as the input source for a document, which can be printed through your FOrmatter. Also, relative to this, there is a new option: You can now print directly from your text BUFFER. Try this: Load a document into your text buffer in the edit mode. Then, without saving it out to some other device, press FCTN or CTRL =. This will take you directly to the FOrmatter. In the first line, where it asks you for a input designation and name, merely type in BUFFER. Then, press ENTER for all of the other defaults. "VOILA!!!" The document has been printed directly from your text buffer! f.) You can always use your built in RAM disk (DSK5), as a temporary storage place for a document that you are working on, and you can even print from it, as with any other "device." Just don't forget to copy it to a floppy disk or to a hard disk drive before leaving the GPL mode. g.) The Utility option is nothing more than an assembly language, memory image program loader. h.) CTRL R will no longer REFORMAT a document after the pressing of FCTN 2 (INSERT CHARACTER). Now, the REFORMAT option can be invoked only with CTRL 2. CTRL R now moves the cursor to the end of a line. i.)

CTRL Q will send the cursor to the beginning of the document. j.) A document can now be scrolled, using "Page Up" and "Page Down" keys while you are in the command mode. k.) After Quitting MY-Word, use SHIFT-SHIFT-CONTROL to return to MDOS from the GPL environment.

In closing, it seems that, relative to MY-Word, Myarc has again done something right. Speaking of doing something right, why is it so difficult to give someone or some company credit when and where it is due? Example: A member of our users' group left a public message saying that he had a problem with his Myarc RS232 card. He had sent it to Myarc, but it was not repaired. I contacted this man, in a private message, and told him to contact Mr. Jack Riley, of Myarc. This, he did. As a result, his card was repaired to his satisfaction. His response to me was in a private message. I'm sure that the complaint was well registered with a great number of people, but the resolution, unfortunately, wasn't. "The Bard" was so right when he said: "The evil that men do lives after them; The good is oft intered with their bones. . ." I hope that this will not be the case with Myarc.

Many thanks to Thadeus Olszewski, of Hunlock Creek, PA, for taking the time to write me and tell me that those Geneve owners, who are not handy with a soldering iron, can purchase a pre-made Geneve cable, for a Magnavox RGB monitor, from Tenex Computer Express for $24.95 (1-800-348-2778). Also, thanks to Bob Demeter for having published the information, at the end of his article, on how to correct the day of the week. If you missed it, the information appeared at the end of his article for last month.

Well, sports fans. It's time for Krome Dome Jonz to mosey off into the setting sun and back towards the country of Edonland on the planet of Legends. See you next month. I guess that it's now time to

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BITMAPS: BOB DEMETER

Last month a friend of mine lost a 71 sector TI-Writer file. Lucky for me 2 things did not happen. The disk was not written to after the loss and no files were ever deleted from the disk. The reason I wanted to know if any files were ever deleted was to let me know if there was a possibility of fractured files. I have always been interested in sector editoring. What all those crazy numbers on each sector meant has always amazed me. I was glad I talked to this person. Now I had a real challenge to come up with my own numbers in the file directory to get the file back intact. In an effort to help those that are trying to learn what the bit map says, I have decided to write this article. If I seem to be getting involved, I will cut things short and continue next month.

Here is our situation. We saved a 71 sector TI-Writer file. This should have cataloged as a D/V 80 file. The program would not load. So, upon cataloging the disk, we found our file as a 1 sector D/F 8 format. This is very very strange. But, because we had a name and at least 1 sector used, I knew we at least had something in the file directory. Upon entering the file directory, we found that all we had was a name and a wierd number that created the D/F 8 format descripter for us.

Before we go on any further, I feel this is the place to describe what some of the sectors on a disk do. As you may have noticed, whenever you format a disk, 2 sectors always come up as used. These 2 used sectors are 0 and 1. Sector 0 contains information as to DISKNAME, sectors Used, Available and Total available. It also tells us the format of the disk. This lets us know if we are SS/SD all the way to DS/DD. It also tells how many sectors per track and how many tracks we have. Sector 1 keeps an alphabetical listing of all the files on the disk.

Before we go on, lets spend some time learning how to read these 2 sectors. You will find they are very important. Sector 0 is the keeper of the catalog. This sector is known as the bit map. Besides the things I mentioned above, sector 0 also tells the manager if the disk's been initialized or not. Let's take a look at an example sector 0 and explain what's going on there.

```
4D59 5052 4F47 5241 4D53 0168 0944 534B 2028 0101 0000 0000  0000  0000
0000  0000  0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000
0300 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000 0000  0000  0000
0000  0000  0000 0000 0000 0000 0000 0000 00FF FFFF FFFF FFFF FFFF FFFF
FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF  FFFF  FFFF
FFFF  FFFF  FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF
FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF  FFFF  FFFF
FFFF  FFFF  FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF
FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF FFFF  FFFF  FFFF
FFFF FFFF
```

What you see here is a complete sector 0 filled with Hexidecimal numbers. These numbers will translate to letters (ASCII) or decimal numbers. You will notice that there are 32 characters on each line. Each set of 2 characters is what we call a Byte. So, we have 16 Bytes on each line. There are a total of 256 bytes to a sector (16 Bytes X 16 lines). Each Byte and line is numbered in Hexidecimal. We do not count 1 to 16 but rather start with 0 and count to 15. Another thing we do in Hex (Hexidecimal) is to count from 0 to 15 but use only single characters. What do we do once we reach 9? Easy, we start using letters. A stands for 10, B for 11 and so on. To count from 0 to 15 in hex would look like this. 0 1 2 3 4 5 6 7 8 9 A B C D E F.

Now we will label each Byte in the sector. As you can see, we have 16 Bytes per line and 16 lines. We will label our sector as 0 thru F across the top and 0 thru F down the left side. Now, if we use these top and side markings as coordinates, we can locate any byte we want. The first character in the coordinate will always be the line number. Thus, the upper left most byte is called 00. The upper right byte is 0F. Lower left byte is F0 and lower right is FF. Look at our example sector. In the middle of the 4th line is 03. This is byte 38. A standard is now being used to inform people if we are dealing with regular (decimal) numbers or hex numbers. Any number that is preceded by a Greater Than sign (>) is considered a hex number. Thus, 03 is at byte >38.

We will be getting into our sector 0 in a moment. But first I want you to learn one last thing. This is the Binary number system. Binary can be tough to learn. But once you get the hang of it, it is really quite simple. First off, different number systems have what they call their base. When we count from 1 to 10 or 0 thru 9, we are using a base 10

system. This is decimal. Every 10th character starts repeating. We count 0 1 2 3 on up to 9. Another way to look at these numbers is 00 01 02 03 etc. Then we add a 1 to it. Now we get 10 11 12 13. Next comes a 2. Now we get 20 21 22 23. we can keep right on going. As we saw earlier, hex (base 16) repeats every 16 characters. 00 thru 0F. Then 10 thru 1F. We can keep right on going till we fill the entire world with F's. Now we come to Binary. Binary is a Base 2 number system. There are only 2 numbers in the entire system. They are 0 and 1. But, by placing these numbers in the proper place, we can count just as high as any other number system.

Binary numbers can be grouped into columns just as we do with decimal numbers. When we first learned to count, we were told that the number furthest to the right was in the 1's column. To the left of that was the 10's column. Then came the 100's column and the 1000's column. If you think about it, each succeeding column was a multiple of 10. The first column is the 1's. The second was the 10's. 1 times 10 = 10. The 3rd column was the 100's column. 10 X 10 = 100. 100 X 10 = 1000. What was the 4th column? Right!!! Binary numbers are counted the same way. The column furthest to the right is the 1's column. Then we have the 2's column. 2X1 = 2. 2 X 2 = 4 so the 3rd column is the 4's column. The 4th column is the 8's column. The 5th thru 8th column are 16, 32, 64 and 128 respectively.

Here is how we count in Binary. 0001 = 1. 0010 = 2. 0011 = 3. Numbers in Binary add. In the case of the number 3, we have a 1 in the 1's column and a 1 in the 2's column. A 1 means that column is active or turned on. In contrast, a 0 means the column is turned off. We do not act upon this column. Getting back to the 3, we have a 2 and a 1. Together they add up to 3. 1010 would be a 10 (decimal). We have a 1 in the 8's column and a 1 in the 2's column. 8 + 2 = 10. What would that be if we were using hex? If you said A you are correct. Hexidecimal A is equal to decimal number 10. It is very important that you learn these Binary and Hex numbers. You should also be able to convert them to decimal. Here are 3 problems. What are these binary numbers equal to? 1001, 1110 and 00100110. Remember each column is a multiple of 2. Lets look at each. 1001 is equal to 9 decimal or 9 hex. We have a 1 in the 8 column and a 1 in the 1 column. 8 + 1 = 9. 1110 is equal to 14 decimal or E hex. 8 + 4 + 2 = 14. 00100110 is equal to 38 dec. or 26 hex. 32 + 4 + 2 = 38

The last one may have thrown you off with the hex number. One of the traits of a hex number is that it is made up of only 4 binary numbers. So, we group our hex numbers into binary groups. Binary 1111 is equal to hex F. We can split 00100110 into 2 binary groups. It would look like this: 0010 0110. 0010 is 2 hex. 0110 is 6 hex. Thus 00100110 is equal to 26 hex. Here's another way to prove that 00100110, 38 dec and 26 hex are all equal. Just as we can multiple the number in the 10's column by the base number in decimal, we can do the same in hex. Hexidecimal is base 16. We can multiple the 2 by the base. 2 X 16 = 32. Add the number from the 1's column and there we are. 32 + 6 = 38. We can work right up the line. >10 = 16 (hex 10 = 16). 1 X 16 = 16. 16 + 0 = 16. Remember the > stands for hex. >30 = 48. 3 X 16 = 48. In binary that would look like 0011 0000 (>30). 32 + 16 = 48. What does >90, >80 and >8A equal? Remember, multiple by 16 then add. Or, convert the binary to decimal and add. >90 = 144 dec. >80 = 128 dec and >8A = 138 dec. 9 X 16 = 144 or 128 + 16. 8 X 16 = 128 For the last problem we just add the A to the 128. >A = 10. 128 + 10 = 138.

Now that we have learned our hex and binary numbers, let's get back to our sector 0. You may think it was a bore to spend all that time on these numbers. You may also wonder why we did it. You will soon see that sector 0 uses hex and binary numbers to tell us which sectors on a disk are used. Let's take a look and see.

Reading across the first line or row 0, we have the DISKNAME. We can use a maximum of 10 characters for a disk name. So, bytes 00 to 09 are set aside for the DISKNAME. Looking at a conversion chart we see that >4D is the letter M. >59 = Y. Reading the first 10 bytes we find that 4D59 5052 4F47 5241 4D53 spells MYPROGRAMS. Bytes A and B tell us the number of sectors that are initialized. >0168 equals 360. Byte C >09 tells us we have 9 sectors per track. Bytes D, E and F should spell out DSK. This tells the manager that the disk has been initialized.

Reading the 2nd row, the first byte is byte 10. This byte usually reads >20. That means the disk is unprotected. In the old days of Disk Manager 2, changing this byte to >50 would protect the disk. >50 is the letter P. If DM 2 found >50 at byte 10 it would come back with a disk protected message and not let you make any backups. Byte 11 should read >28. This tells how many tracks we have. Hex 28 is 40 dec. Which is true, we use 40 track drives. Bytes 12 and 13 read 0101. This tells us we are formatted at 1 side and density of 1 (single sided/ single density).

Now we read byte 38. It reads >03. This is where we use our binary and hex numbers. Bytes 38 to 64 represent sectors 0 to 359. Each byte from 38 on represents a block of 8 sectors. Byte 38 tells us info about sectors 0 to 7. Byte 39 includes sectors 8 to 15. Info about sectors 16 to 23 is found in byte 3A. Go thru the bytes one at a time. 8 sectors per byte. You should be able to locate every sector on the disk. There are 45 bytes. At 8 sectors per byte we have 360 sectors.

Let's read byte 38 and see what it's telling us. We read >03. This number in binary is 00000011. Starting from the right and reading left, these characters represent sectors 0 thru 7. A 1 means the sector is used. 0 of course means not used. Thus, our byte 00000011 means that sectors 0 and 1 are used. The other 6 sectors in this group are unused. For that matter, bytes 39 thru 64 all read 00. The only sectors used on this entire disk are 0 and 1. If we were to catalog this disk we would find that the DISKNAME is MYPOGRAMS. We would have 2 sectors used and 358 available. Try initializing a fresh disk and see what you get. As we start adding programs to this disk, bytes 38 thru 64 will change. More on this later.

Sector 1 is known as the Directory Link Map. This sector keeps the alphabetical listing of all programs on the disk. Each time we save a file to disk, this sector is updated to alphabetize everything. Right now we have a blank initialized disk. This sector will show all 0's. As we add files, numbers will appear telling us where the File Directories are located. This sector tells the manager how to display the files when we catalog a disk. Have you ever cataloged a disk and found that 360 sectors were used but had no file listing? Check sector 1. Bytes 00 and 01 will read >0000. Even though the other bytes contain numbers, the disk will not catalog. As soon as the manager sees 0's in this first byte, it treats the disk as if it were blank.

Tell you what, instead of cramming everything into one article, we'll

continue next month. We'll start adding files to our disk. This will give us a chance to discuss sector 0 and 1 some more. We can also start looking at the File Directories sectors >02 to >22. Till then, make yourself a practice disk. Start changing some of the hex numbers and see what happens. The file directories contain the meat of the disk info. Please be patient. We'll learn all that next month. I don't want you to have to swallow too much at one time. As stated earlier, we'll put some files on our disk and I'll tell you how to read the directories. Then we'll go into my friends problem and I'll tell you what I did to retrieve all the lost info. I will also try to give you some information on locating fractured files. This is tricky, but can be done. By the way, do we all know what a fractured file is? OK, we'll discuss that too. Just to tie things up nicely for this month, I'll recap the info on sector 0.

Bytes 00 to 09 make up the DISKNAME. Bytes 0A and 0B tell how many sectors are initialized. >0168 = 360. >02D0 = 720. >0500 = 1280. >05A0 = 1440. >0640 = 2880 Byte 0C tells how many sector per track. >09 = 9. >12 = 18. >10 = 16 sectors per track. Bytes 0D, 0E and 0F read DSK. Means disk is initialized. Byte 10 is for disk protection. >20 Unprotected. >50 Protected. Byte 11 tells how many tracks are formatted. > 28 = 40. Byte 12 tells number of sides initialized. >01 is for 1. >02 = 2. Byte 13 tells density. >01 = single. >02 = double. Bytes 38 to 64 tell which sectors are used. 8 sectors per byte. Bytes 65 to 91 tell which sectors are used for double sided disks. 8 sectors per byte.

From The Other Orphanages: Compiled by Nick I

Last month I reprinted 2 articles that dealt with RLE graphics. The article never explain what RLE graphics are and where you can get a copy of the picture files. The following article by Travis Watford tell all you need to know about RLE.

Before you start reading the article I have a few things to say about the user group bbs. If you call the user group bbs and found it hard to get a connect signal send a ATS9=1 command to your modem then call the user group bbs you should be able to connect. The problem seems to be with the ADC DUCK modem if you have any other type of modem please tell me what type modem at the next user group meeting. Another thing about the user group bbs DO NOT hit any keys to log in. The bbs will automatically log you in at the correct baud rate. I repeat "DO NOT HIT ANY KEYS ON LOG IN". Now on to the article

MAX-RLE by Travis Watford

-USER DOCUMENTATION FILE (PG)

Objective of this file are as follows:(1) Brief explaination of RLE files as used by CompServe, (2) Equipment required to load and run MAX-RLE, (3) Downloading RLE files from CompuServe, (4) Loading and running MAX-RLE.

(1) What is RLE?
RLE is a abbreviation for Run Length Encoded. These files are located in various location on CompuServe are files containing encoded representations of high resoulution images displayable on the screen of the users computers. RLE is mostly intended for users operating with CompuServe's "VIDTEX" Terminal Emulator. However many computers (The 99/4a included) do not have a "VIDTEX" Emulator available.

Here is where the need for an offline display program comes into being. MAX-RLE and its early ancestor and the future decendants are intended to display these files, which have been saved to your disk while online, to your screen offline.

(2) What do I need to run RLE?
MAX-RLE requires the following hardware and software to run:
-A- 99/4A Console (of course) -B- Monitor or TV (ditto)
-C- TI Expansion System (or equivalent)
-D- 32K Memory Expansion (or more)
-E- RS232/PIO Interface (optional)
-F- Disk Drive(s) and Controller
-G- Editor Assembler or Extended Basic module with EA loader

(3) How do I get these "RLE" files? RLE-files are located in several areas on CompuServe among these are our own beloved TIFORUM Data Librarys, the PICSIG,ARTIFORUMN, and the CB simulator area.

MAX-RLE was developed with Paul Charlton's Fast-Term Terminal Emulator as the Emulator used in capturing files and is currently the emulator suggested for use in downloading RLE files. For specific information on F-T's operations see the documentation for F-T. For general information on downloading from CompuServe, examine the information here in the forum by typing GO TI-NEWS at the main function prompt while using CompuServe.

Files downloaded from the Data Library should be done with the XMODEM protocal. Files from the CB simulator area, should be captured in your buffer and save to disk just as a message would be. XMODEM will save to disk in Display Fixed 128 format and those with the buffer Display Variable 80 format. The chief difference is that the XMODEM format saves the file in exactly the same format as CIS and the file may be re-uploaded at a later date, or even trasmitted to a bulletin board system which support XMODEM. Buffer saves cannot be re-transmitted to CIS as they will lack certain header information identifying them as RLE. This information is stripped out by F-T on downloading.

(4) Ok, How do I use MAX-RLE?
* to load MAX-RLE perform the following steps with the system turned on and the Editor Assembler cartridge in your cartridge port.

- Place the disk containing MAX-RLE in one of your drives.
- Press any key to get the Consoles selection screen and select option 3 Load and Run
- At the Filename Prompt type in DSKn.MAX-RLE where n is the number of

the drive containing MAX-RLE and MAX-RLE is the name you have have called MAX-RLE on your disk.
- Press Enter again to get the Program name Prompt. Type in START.
* Actually using MAX-RLE (the reason you are reaading this)
- From the title screen you have 3 options.
-A- Exit to the 4/a Title screen by pressing fctn and = at the same time.
-B- Catalog a disk by typing in DSKn
-C- View a file, MAX-RLE supports the translation of 4 types of files to your screen: DF 128 RLE's ; DV 80 RLE's; GRAPHIX; TI-ARTIST V/2; to do this just type in the filename. E.G. DSK1.LOGO TI-ARTIST files used with MAX-RLE do not require you to type in the _C nor the _P seen in the catalog. MAX-RLE will automatically load both if present .
*OK, IT's on the screen now what.
With the image on the screen you have 3 option available.
-D- Return to MAX-RLE screen by pressing ENTER
-E- Print screen on your printer, press P you will be given the MAX-RLE default of a parallel printer output for EPSON/GEMINI printer. If you are using a serial printer press enter and then enter your printer description.
-F- Save the images on you screen in one of the 4 above mentioned formats. Press S you will be given the MAX-RLE default of GRAPHIX format to save to. If you wish to save the image in a different format then press the space-bar to get the prompts for the other format. And type in the device and the filename you wish to save to. E.G DSKn.MYPICT

THE PASCAL ADVANTAGE

BY MIKE MIKKELSEN

It's been a long time!! Hopefully some of you have been tinkering around with your machines since I last wrote. I certainly have. Since we last saw each other (so to speak), I have constructed a mouse for my TI. It is the Radio Shack color mouse, and I have hooked it up to my analog-to-digital converter card. At the march meeting, I demonstrated it for the group, and the reaction I got was very impressive. But, I'll save that for another interesting article (hopefully in this newsletter!) And now, on to Pascal.

A common question among p-code card users is, "Can I use my fourth disk drive or ramdisk with the p-system?" The answer is, yes and no. Yes, you can use them for data storage, but not for programs. The p-system accesses the disk drive CRU bits directly, and each p-system sector (block) is 512 bytes. Some ramdisks are internally only suited to 256-byte sectors, so there is an incompatibility there. For regular disk drives, the reason is the same, in that the p-code card communicates with the disk controller directly, and does not use a DSRLNK for disk access. However, an intelligent person could write his/her own disk access routines much like the OPEN statement. These routines would be very fast, since they must be written in assembly language. The only drawback is that one can't use them for program file usage, except for archival storage. I will discuss another use for them later in this article...

Some of you have asked how the p-code card can access GROM from outside theconsole, when not all consoles allow you to do this? Well, the GROMS in the p-code card simply contain tables and data which gets transfered

VDP RAM and lower memory expansion when the card is turned on. The GROM access window for these chips is in the p-code card itself, toward the upper end of the first ROM chip in memory. There is a GROMRA (GROM Read Address), GROMWA (GROM Write Address) and a GROMRD (GROM Read Data). If you load up MG Explorer and turn on the p-code card via option 7, then look at the memory window close to >5FFF, you will see two or three addresses going haywire if you execute the powerup routine. You can also see what is contained in these GROMS, by going into the p-system and taking a disk catalog of OS: which is the operating system internal disk. This is a GOOD example of what GROM was meant for, an archival data storage system. Code shouldn't be executed directly from GROM, but is should be loaded into memory first, and then executed from there. That way, there is random access of code, not stack-type access.

What all this means is that the p-code card was meant to run on it's own, with a memory expansion card and a disk controller card. TI went back on it's philosophy of peripheral versatility in order to implement a system which needed to have that very versatility. You do, however, get to give your own device names for the PRINTER: and REMIN:/REMOUT: devices. The reason for this i the p-code card copies it's default peripheral access block (PAB) into the VDP RAM, at a certian address, so if a printer is connected it can be immediately used. But since VDP RAM is available to the user, especially from Pascal, you can change the printer configuration. The utility MODRS232 can do this task. If you did a small modification, like take away the READLN prompts ad add some constants, like 'PIO.CR' or 'RS232.BA=4800' then recompile MODRS232 under another name. This new file will update the VDP RAM for your new printer name, and you will be set up. Remember, you must use the SETLTYPE utility to make this into an m_9900 type file. The reason for this is that p-code programs, for the most part, execute directly from VDP RAM. The P-system uses the VDP autoincrement feature to keep track of the next instruction in memory. (P-code is top-down code, there are no jumps necessary.) So the p-code card assumes that the VDP address is correct. If you use a program that changes the VDP address to something else, the P-system will become very confused. It WILL crash, so care must be taken to relocate your code into upper memory expansion. By fooling the p-system into believing your program is 9900 code, which can only be executed from upper memory expansion, Then the p-code will be loaded into upper memory expansion. In this way, we can play around with the VDP chip and we won't have to worry about messing up the p-system.

But that isn't all, folks. There is also mention about interrupts and the p-system. When an interrupt occurs, either peripheral or VDP interrupt, the computertr automatically branches to the routine at >0900 in the 8k ROM chip. This routine checks many things, but the fact that it branched out of context, and is using the GPL work space is what messes up the p-system. It uses GPLWS for it's operation, and the interrupt routine will change some of the workspace registers that the p-system uses. Evidentely, in order to gain speed, TI used te high speed GPLWS for the p-system, for fast calculations. So the interrupt routine cannot be used, unless someone re-writes the ROM chip in the console (Nick EYE) and gets it to work! It just goes to show, that if you want to get the absolute most out of the P-system, you will have to learn 9900 assembly language. This will allow you to write an ultra-fast routine where speed is important, and leave memory management up to the p-system. The best way to think of the p-system

is a tool, where all text interaction and memory management is left to the system, and you have the ability to create great progrms. The current GREAT program I am working on is a bulletin board system, allowing multiple user bases, no-keypress autobaud, auto-hangup, and specialized terminal control. It will be open to p-system as well as non-p-system users, and should be finished soon. I have run into a problem with modem compatibility, with characters being garbled from one modem to the other, but hopefully, I can resolve that problem. Next month, watch for file processing in pascal.
That's all folks!

WINNERS

CONTEST WINNERS

The judging this year wasn't any easier than it has been for the past five, even with the number of entries reduced. On the other hand, it made the determination of awards much easier. In a word (or two), everyone won. It did seem necessary to classify the entries in some manner, and this is how it came out:

1st place, $50 award (4-way tie): for

	W. Reeves	DBASE99
	R. Blandin	15 Puzzle
	D. Gronowski	Miami Vice
Junior Divison:	D. Goldstein	Operation Ping-Pong

2nd place, $30 award (3-way tie):

C. Schwerin	Christmas Sing-A-Long
T. Fass	Convert/Jacket
W. Reeves	Game of Life

3rd place, 5 library disks (3-way tie):

L. Sortman	Timecard
T. Zlotorzynski	Look?
N. Iacovelli	Catlib Compare

All entries will be going into the group library as soon as possible.

RAM BUGS
Texincia Lubbock

I guess my recent absence was somewhat inevitable given the nature of all the name calling that was taking place and the controversy that surrounded my colums and some of the individuals named therein. To paraphrase a popular movie of recent years. "Sometimes you just have to say what the heck" (sort of); but, I took the time to do some volunteer work at the *BETTY FORD CLINIC*, and had a wonderful life experience in the process. Now, I shall attempt to behave myself as I set forth my diatribe on these pages.

Just because I spent most of my time in California, doesn't mean I missed the meetings. They are also an improtant part of my life and help keep me reegular every month. I realized a long time ago that the prevention information disseminated at those meetings is better than a shot of penicillin in most cases - for both me and my TI. After all, where could my intelligence be so readily insulted by someone with a smiling face who does so far more easily than any new car salesperson. Insults aside, howevcer, the benefits gained at most of the meetings far outweigh the insults and, therefore, make the meetings very worthwhile.

I hope everyone had fun doing their taxes this year. I took my shoe box full of receipts into the *H&R BLOCK* people and the got me aslmost $5000 back from the feds. The initial figure for my refund was considerabley higher than that, almost $10,000 I believe, but I told them to give the government some of the money to help pay for the damage to some of the ships caused by the mines in that ocean in the *Middle East. Maybe if they don't use the money for the ship repairs, they could use it to throw a party for some of the sailors who are stationed there - they must get VERY* lonely being on-board those ships for so long a period of time without leave. Maybe I should see if the government will allow me to go visit them. After all, if the government can spend $5,000 for a hammer, then I surely should be able to visit the men on all those boats. Maybe I could team up with *BOB HOPE* on his next tour!

I've already started making my plans for summer vacation. I think I'm going to rent one of those motor homes on wheels and drive around the country. Let's see, Chicago, Detroit, Quebec, Montreal, Niagara Falls, New Youk State, Sukokis Land, Vermont, Maine, Virginia, the Carolinas (maybe I'll see if the *Olson's are home in time to vote* against the candidate I don't want as President. *ANYTHING* to avoid watching the convention in August....

Speaking of conventions, have you been following the *Presidential Campaign? Most of the time that stuff really bores me, but this year it's definitely more colorful than in the past. Lets's see if I can recap this correctly: Hart started out by sending flowers and ended up on his back, but it was difinitely no bed of roses. Then, Simon tied his BOW TIE* a little too tight and choked the voters in the south. He then went on to sweep up his mistakes in Illinois, but it was too late. Wisconsin had already seen the truth and the light. *BABY FACED BABBIT*

attempted to ride the tide with his looks and failed to achieve the necessary recognition to keep up the pace, and in NEW YORK the MAYOR of Gotham was attempting to faction all the parties against each other - the net effect was no matter who's side you took or who you voted for you were termed a racist! And the REPUBLICANS aren't any better!

I used to think those kind of things only took place in politics - but doesn't the previous paragraph sound like a few of our USERS GROUP MEETINGS of the past? I certainly hope the new officers will keep things on a more even keel. Enough said in this political dissertation, but I WILL BE WATCHING AND AM NO AFRAID TO CALL ANY OF YOU ON THE CARPET FOR YOUR ACTIONS - OR LACK OF THEM! Being forewarned is like wearing a condom, it's SAFE! Remember, your (re)-election isn't too long after the Presidential election in November, bunky.

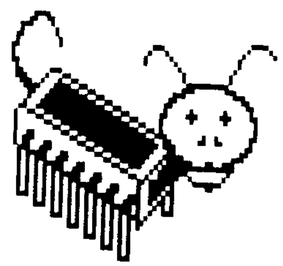
Now to change the topic for a while... Carole tells me there were some exciting programs entered into the Programming Contest this year. She said she and Dave worked long into the night reviewing each of them to determine the winners of this years contest. Congratulations to the winners and many thanks to Dave and Carole for their very generous and unselfish contributions of the time they always give to the group. Remembe, people, the group is ONLY AS GOOD AS YOU MAKE IT and the various committees need your input as well as your efforts to make them successful.

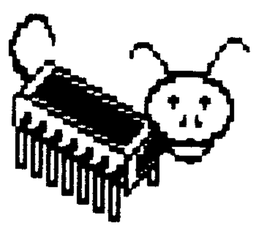
Has it really been FIVE YEARS since the first TI FAIRE was pu7t together? From that first litter FAIRE they put together with about 30 vendors, it has really grown into its own little convention. Best of luck to the FAIRE COMMITTEE for this years's event. May it be the BEST YET! Hope you have lots of help from the membership!

Special note to the person or persons who are responsible for mailing the newsletter: SUPER JOB!!!!

Belated GET WELL wishes to all those who were ill in my absence, especially GRANT.

Well its already late and I not only have to get this to Carole so she can get the Newsletter completed, but I have to pack and get myself ready for a trip to New York City this coming weekend. I'm going to see my favorite CHURCH LADY and console her on the fact that the writers are still on strike. It's always so wonderful to keep the company of someone who shares so many of life's same philosophies as you do. The positive reinforcement of the pleasant company does more thatn $150.00 worth of time at your favorite shrink's office!





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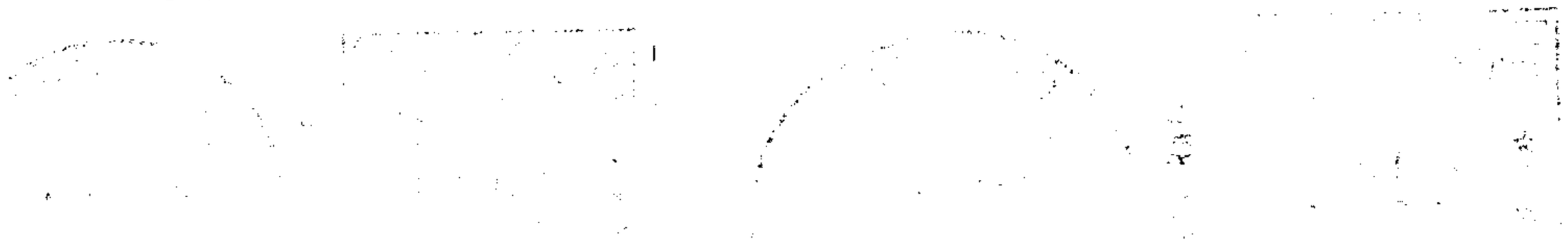

REMARKS

Carole Goldstein

Now is the time to start thinking about contributions to the SUPER SUMMER ISSUE. The next issue will be the last before the SUMMER ISSUE which means there will be a two month break between your next newletter and the one following. Please submit your contributions as soon as possible.

The next issue of the newsletter will be a shortened version due to the many demands on my time, but it will be an important issue. It will contain directions and maps on getting to the June meeting at the Brickyard Mall, lower level. We hope to have a big turnout at our lasst meeting before the summer break, so please make it your business to check this newsletter and the Chicago area TI BBSs for information on the meeting site.

Congradulations this month go to Don Jones who has kept his article to the recommended four page limit for the first time in recent history. Way to go Don!

See you all May 7 at the last meeting at Triton College until after the renovation.